



INFORMATION SHEET

Your Ref.: Q65711

Our Ref.: KN-50062 (US)

Country: Taiwan

Taiwanese Patent Publication Number: 449489

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Corresponding US Patent Number: 6,227,968

Date of Patent: May 8, 2001

Patentee: Konami Co., Ltd.

Title: Dance game apparatus and step-on base for dance game

Abstract:

Rhythm sensations can be represented in time to music by using the entire body and to create powerfulness and rhythm sensations. Stepping position indication data which is set by a rhythm setting section (107) is read from a stepping position indication data memory (105), and the stepping position instruction contents are scrolled and displayed on a monitor (3) by a scroll display control section (110), thereby performing instructions of the stepping position and the stepping operation timing. When the fact that a player steps on a step-on base section (13) in accordance with the display contents of the monitor (3) is detected by a cable switch (23) and this is input from a stepping operation monitor section (111), a score proportional to the timing deviation is calculated by an amount-of-deviation detection/totaling section (106), and next, an evaluation is performed by the rhythm setting section (107). Then, the next stepping position indication data is set according to the evaluation result.

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A concise explanation of relevance:

The citation relates to a conventional dance game machine which does not include operation timing changing means for presenting game operation timing different from the game operation timing defined by the timing data to at least one of the first player and the second player, based on a result of game operation evaluation for each of two players.